HOW TO PLAY

NES-8Z-USA

STAR TREK®

25TH ANNIVERSARY™

ULTRA® GAMES

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WELCOME TO THE WORLD OF ULTRA!

Congratulations, you are now the proud owner of STAR TREK®—The 25th Anniversary from Ultra Software. We suggest that you read the following instructions thoroughly before boldly going where no one has gone before.

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THESE ARE THE VOYAGES OF THE STARSHIP ENTERPRISE...

On orders from Starfleet, the crew of the U.S.S. Enterprise™ was in the vicinity of Sigma Iotia collecting data on strange disturbances in the local gravitational and magnetic fields. The fluctuations produced a mysterious "hole" in space and, as the hole grew in size, the Enterprise was nearly drawn into its center. Miraculously, at the last moment a space distortion threw the Enterprise and her crew into the heart of uncharted space. Safe from harm for the time being, it is up to the Enterprise to return to the Iotian system and find a way to reverse this rip in space before it grows too large and the entire galaxy is annihilated!

CAPTAIN'S LOG: STARDATE 2831.3

(Captain James T. Kirk, recording:)

We find ourselves far, far from our mission which began on the planet Iotia. A rip in the very fabric of space has sent us light years across the galaxies and caused the Enterprise grave damage. Mr. Scott informs me that her engines are nearly depleted of dilithium, leaving us stranded. As luck would have it, the ship's sensors have picked up readings of dilithium crystal deposits on a nearby planet. Our location is still a mystery, but First Officer Spock should have our position plotted soon. First things first, however. I must take a landing party and beam down to the planet surface to retrieve the dilithium crystals. Then we must plot a course back to the Sigma Iotia system and find the source of the interdimensional hole which has caused this disaster.

THE PASSWORD SYSTEM

The first part of the game is an introductory story. The first time you play you will want to read this story to understand the plot of the game. Later, when you play again, you can skip the introduction by pressing START to get to the title screens, then START again to go to the Password screen.

At the opening story you will have the choice of START for a new game or CONTINUE for a saved game. If you select CONTINUE, enter the Access Code to return to your previously saved game. Use the control pad to move to the letter you want, then press the A button to enter it. When you are done, select END. (You get Access Codes during the game when you select SAVE in the Options window. You may only SAVE a game when you are on the ship.)

REPORT TO THE BRIDGE

As Captain Kirk, your mission will take you to strange new worlds, but you have to know how to be an effective captain first. You control navigation, communication and battle tactics from the ship's bridge. The Enterprise and her crew are the pride of the Federation — treat them with respect and they will perform outstandingly.

The Front Screen

The front screen usually gives a view of space as seen from the front of the Enterprise. It also doubles as a computer screen, allowing you to display important information about the ship, nearby planets or whatever you need to see. If the ship's computer has it in memory, then Spock or Scotty can probably call it up for display.

Your Crew:

As you look around the bridge, you'll see the crew at their appropriate positions. You may communicate with them to gather information vital to your quest.

Commander Spock—Science Officer and First Officer

A.K.A. "Mr. Spock" This proud half-Vulcan is the finest First Officer in Starfleet, and one of your best friends. His intellectual and logical capacities have kept your tail out of the fire on many occasions.

Chief Engineer Scott—Engineering

A.K.A. "Scotty" The old saying goes "If it isn't broke, don't fix it." Well, if it is broke, or you want to keep it from breaking, Scotty's the man to call.

Lieutenant Uhura—Communications

If a life form can communicate, Uhura will find a way to translate.

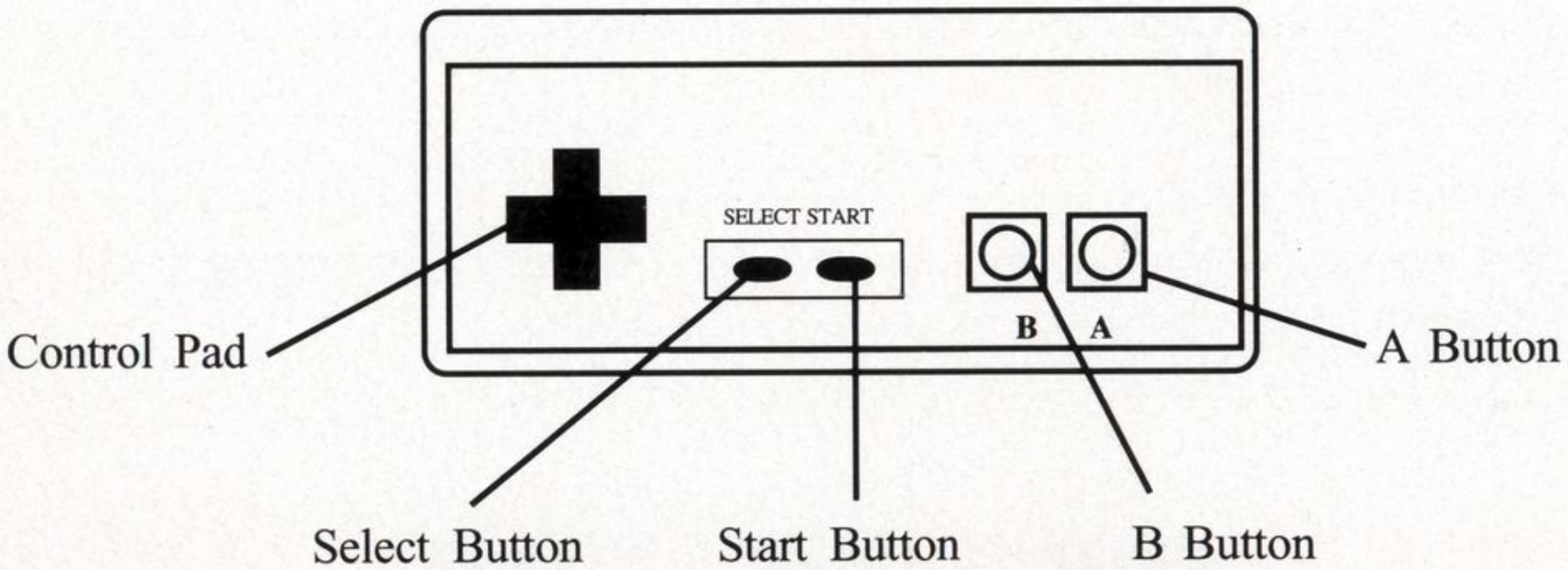
Chekov and Sulu—Navigation and Helm

These two men are the finest Starfleet has to offer. In their combined years of service for the Federation, they have flown almost every type of wessel — uh, vessel — known.

Dr. McCoy—Ship's Doctor

A.K.A. "Bones" He's a doctor, not a warrior. All you can expect out of him are expert medical opinions and unconditional loyalty.

TAKE THE CON, CAPTAIN



	On Planet:	On Ship:
Control Pad	Moves landing crew in 4 directions. Also aims phaser and moves selection box in Option window.	Turn to face different crew members. Move selection box in Option window.
A Button	Activates Tricorder.	Speeds text in response box.
	Enters selections in Option window for both planet and ship.	
B Button	Fires Phaser.	Not active.
Select	Displays player's health.	Not active.
Start	Calls up the Options window for both planet and ship.	

During Combat:

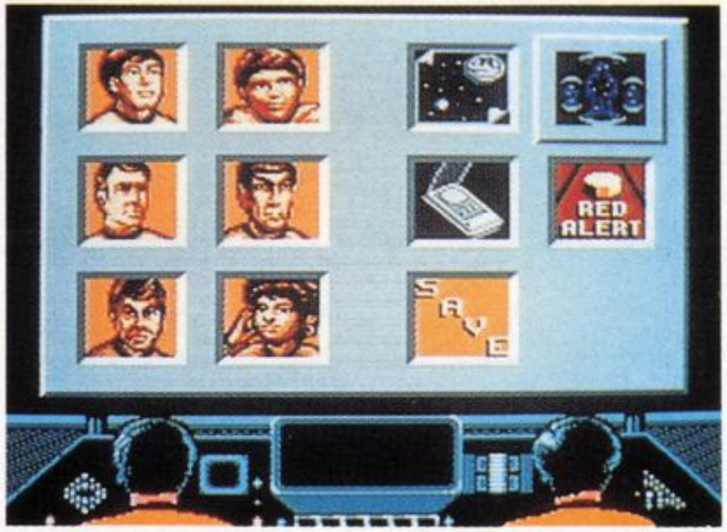
Control Pad moves the ship. A button fires phasers. B button fires photons.
Press the Start button to pause.

GETTING TO KNOW THE U.S.S. ENTERPRISE™

As you begin the voyage, the ship's computer will play back the Captain's Log for you. This will provide some background information about your situation. The crew will also report to you about your current status.
As the game progresses, you can ask for information from your crew members, communicate with other life forms, sound the red alert, get a reading from the computer about your current location in the solar system and plot a new course for the Enterprise. The way to perform all these actions is through the Options window.

On-Ship Options Window

From the bridge of the ship, press the Start button to call up the Options window. This window displays buttons for each crew member, the navigational chart, communications, transporter room and the all important Red Alert. Use the Control Pad to move around the window. When the button you want is highlighted, press the A button on your controller.



Crew	They will give a status report in their specialized field.
Navigation	This calls up the computers display of the current solar system. Use the Control Pad to move left or right to view each planet. Press the A button to select a planet. The computer will tell you what is known about that system and ask if you wish to plot a new course.

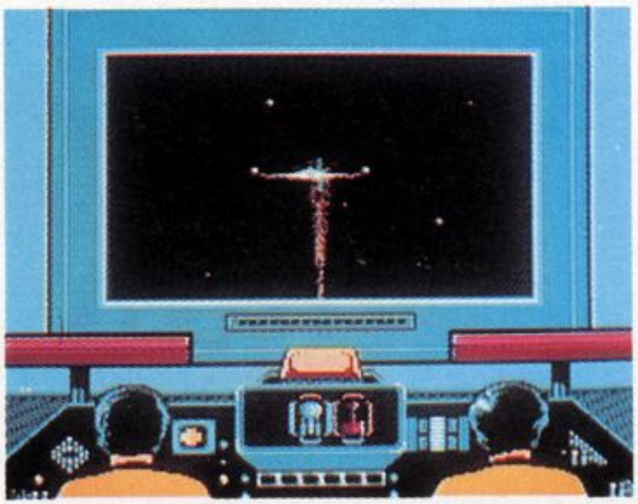
Transporter	Select this button to beam down to the planet surface. You will be prompted to select your landing party.
Communication	This option will have Lt. Uhura open a hailing frequency to make contact with any intelligent life form in range.
Red Alert	When an enemy vessel approaches and makes hostile gestures toward you, this will send you into battle conditions.
Save Game	Select this option to receive an Access Code. Use the Access Code at the beginning of the game with the "Continue" option.

MORE ACTION ON THE BRIDGE

Sound the Alert!

When sensors indicate that another vessel is in the area, you may select the Communications button and try to talk to the other ship. If things look bad and you find yourself in a fighting situation, then sound the Red Alert and prepare to defend yourself.

You can use the Control Pad to move the Enterprise into position for a clear shot at the enemy. Keep an eye on the helm. Sulu has a red indicator arrow near him which will point in the direction of the closest enemy ship. Press the Control Pad in that direction to move your target sights. Press the A button to fire your phasers, or the B button to shoot photon torpedoes. You must lock on the photon torpedoes by keeping the attacking ship in the crosshairs. Also, keep an eye on your shield status on the center display. You can see how fast you and your opponent are wearing down.



EXPLORING NEW PLANETS

Selecting a landing party

When you select the transporter icon from the Ship Options window, you will be able to select your own landing party. Spock and McCoy are the automatic selections, but you may change them and include a specialist in biology, history, geology or security. Keep your objective in mind. If you are looking for dilithium crystals, for example, it might be a good idea to include a specialist in geology in your landing party. You may choose a biologist to analyze the plant life, or a history specialist to evaluate ancient artifacts.

On the planet, party members follow your lead. You may press the A button at any time to take a tricorder reading. If the crew is standing next to an item of significance, one of the crew will give you a report. For other options, press the Start button and the Planet Options window will appear.

You may perform the following actions from the Planet Options window. Press the A button to make your selection and the B button to cancel your selection:

- Crew Members — Ask for a report from either crew member. If they have anything important to say, you will get a message.
- Transporter — You will contact the Enterprise and be beamed back aboard.
- Use — This will bring up a list of items in your inventory. Use the Control Pad to highlight an item, then press the A button to USE it.
- Phaser Controls — Select to choose between STUN and FULL power settings. Keep in mind that only Kirk and Security officers may fire phasers.

Helpful Hint: On the planet surface, your party can walk around and look for new places and races of beings. Try talking to anyone you encounter, and take frequent tricorder readings to learn more about your surroundings. Pick up anything you can, even if you can't see any immediate need for an item.

HOW TO BOLDLY GO WHERE NO GAME HAS GONE BEFORE

A guide for the beginning adventure game player

Adventure games are different from arcade games. The object isn't just to shoot everything in sight and rack up a gazillion points. Some adventure games don't even use points. They require you to solve puzzles or problems and try to achieve a final goal. For example, the goal might be to save the galaxy from the Klingon Empire. To do this, you may have to solve a lot of smaller problems along the way. There are common questions that new adventure gamers have, so we'll try to answer them for you.

Q: What good does it do to ANALYZE something?
A: Examining items tells you if an item has a special feature. For example, if you analyze a bookshelf, you might receive a message that says "It appears to hold a statue of a golden Antarian Yak, Captain."
In STAR TREK, analyzing is done by taking tricorder readings. If an item has importance, a crew member will report on it. This is a clue that something can be done to or with that item.

Q: What should I do with items that I find?

A: If you can pick them up, do. You never know when you'll need an item that you saw once and left behind. For example, after battling all of the Gigantic Osmium Gyrfalcons, then freeing the daughter of the Federation's Treasurer and saving the Harmonic Response Oscillator, you may earn a voyage across the Silver River of Altair IV to the Tribunal's Starcruiser. Upon entering the Starcruiser and ascending the Stairs Of Amazing Girth, you might encounter the earnest Cyborg-9, who tells you that you the Tribunal will only see you if you present a gift of gold. Now don't you wish you picked up that Antarian Yak on the bookshelf?

Q: Is it useful to converse with other life forms, or just a distraction?

A: Well, if you had talked to the people of the planet Iotia, we can't guarantee that you would learn that there are no Gigantic Osmium Gyrfalcons in this game, let alone an earnest Cyborg-9. However, they might have information about dilithium crystal mines . . .

Q: What do I do when I get stuck?

A: We recommend throwing your arms up in despair and going outside to play in the fresh air, but if you really want to stick with it, then just try lots of new combinations. For example, if you come to a wall of flame that prevents further progress, try ANALYZING the items around you. Maybe something like a giant candle is in the room. You might think "Hey, candles produce flames, and there is a giant wall of flame in my way." Next you could try to USE something on the candle, or try to move the candle. Maybe the candle is really a lever that turns the wall of flame off and on.

Q: I've tried everything I can think of, but I'm still unable to go any further in the game. Is there anything I can do?

A: One idea is to enlist the help of a friend or family member. Sometimes when we try to solve a problem it helps to get another person's insight. Everyone thinks a little differently, so a sticky situation for you might be more obvious to someone else, and vice versa. Adventure games are as much fun for groups as they are for one player.

If all else fails, call the Ultra Game Counselor Department. Our phone number is: (708) 215-5111.

Treat Your Ultra Game Pak Carefully

This Ultra Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES.

PASSWORDS

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.

— Relocate the NES with respect to the receiver.

— Move the NES away from the receiver.

— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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